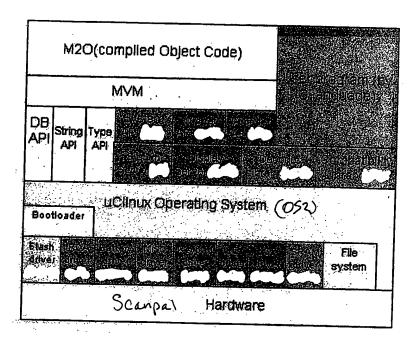


15/52 Software Block Diagram



F/G. 9A

AppGen				M2O					
SYNC	Screen Editor			Simulator					
	9	Demokrasidien Events Action		MVM	DB API	Barcode Widge API API			Display Server
M2LCC		Action OCX	M2L	2L language Generator Template Editor					
Windows OS (OS1)									
.:				H¢	st PC				

F19.9B

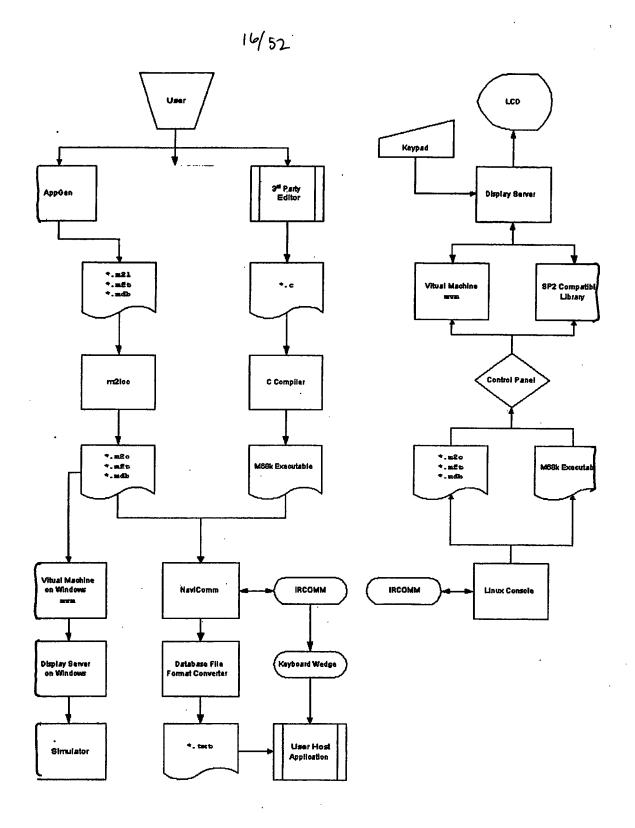


FIG. 10A FIGS. 10A1 and 10A2

- What is AppGen made up with?
 - "Screen Layout D sign" Module or "Screen Editor" "Screen Action Design" Module or "Action Designer"

- 3. "System Information" Module
- Screen Editor
 - 1. Screen Structure Tree

Screen Object
Main Screen Object Static Labels, Variable Labels Menus Input Areas Images Shapes Animations
Overlay Area Objects
Top Aligned Static Labels, Variable Labels Images Shapes Animations
Left Aligned
Right Aligned
ļ
 Message Window Objects Static Labels, Variable Labels
Images
L_Shapes

- 2. Screen Widgets
 - 1) Static Labels
 - Variable Labels
 - Menus
 - Input Areas
 - 5) Images, Shapes, Animations6) Variable Object *
- 3. How does Screen Editor work?
 - Enlarged Placement Pad
 Real-Size Preview Pad

 - 3) What you see is what you get
- **Action Designer**

F16. 10B1 F145. 10B1 and 10B2

17/52

1. What are actions for?

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- 2. When can actions b defined?
 - Before entering a specific Screen Object
 Before leaving a specific Screen Object
 After a data collection is finished
- 3. What actions are covered?
 - 1) Database Operation Lookup, Insert, delete, update ...
 - 2) Data Formatting
 - 3) Message Window Display
 - 4) Communication
 - 5) Beep, restart, reboot...
- 4. Who can have actions?
 - 1) Main Screen Object
 - 2) Input Area Widget

F16.10BZ

17145. WBI and 1082

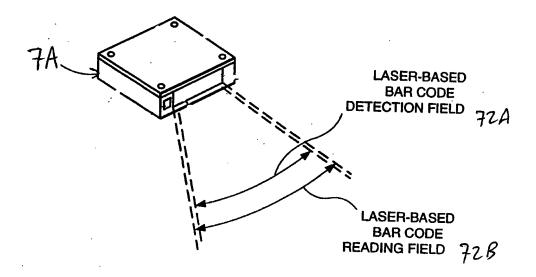
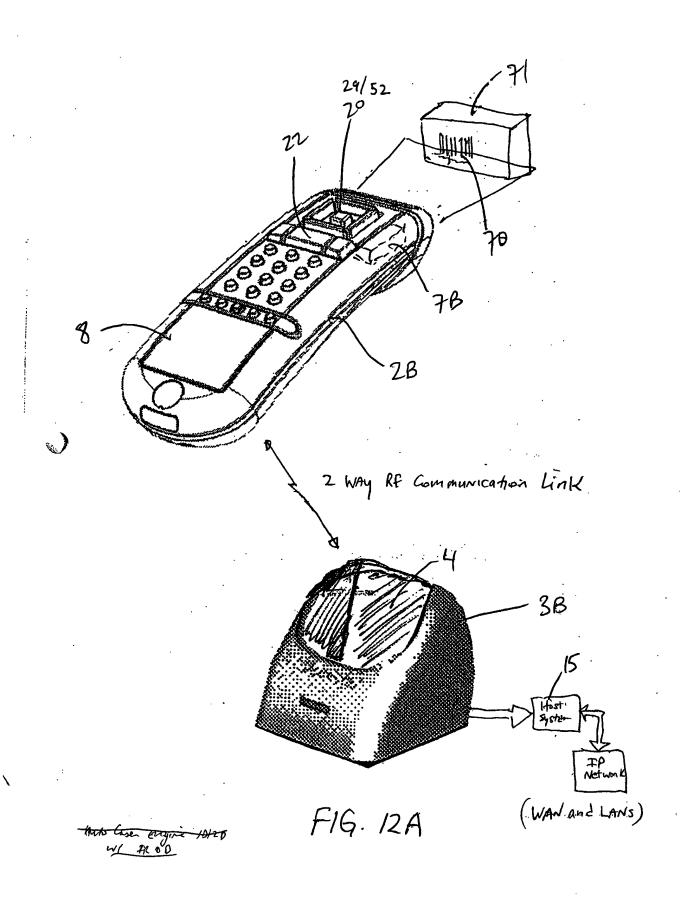
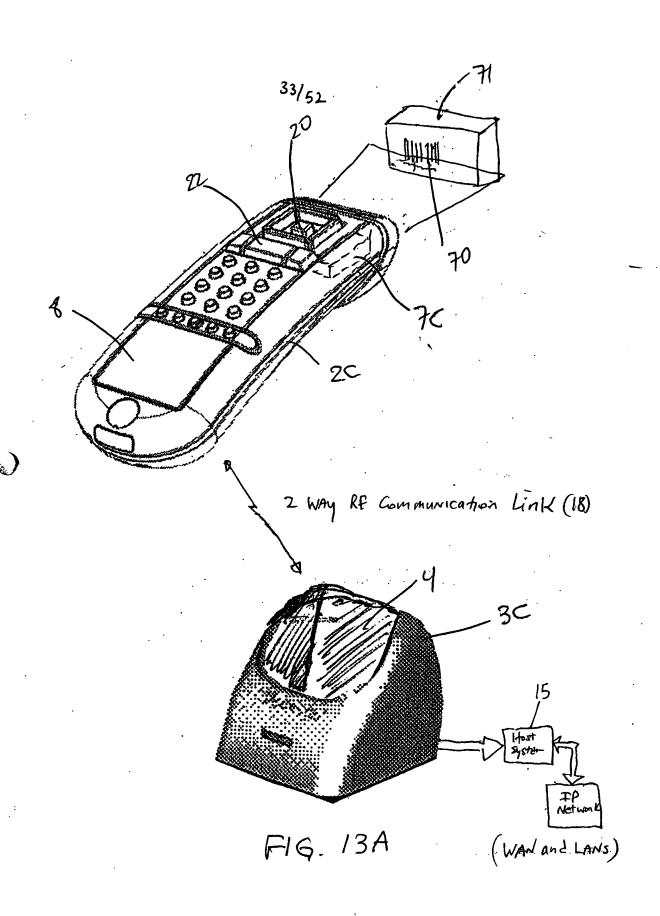


FIG. 11B

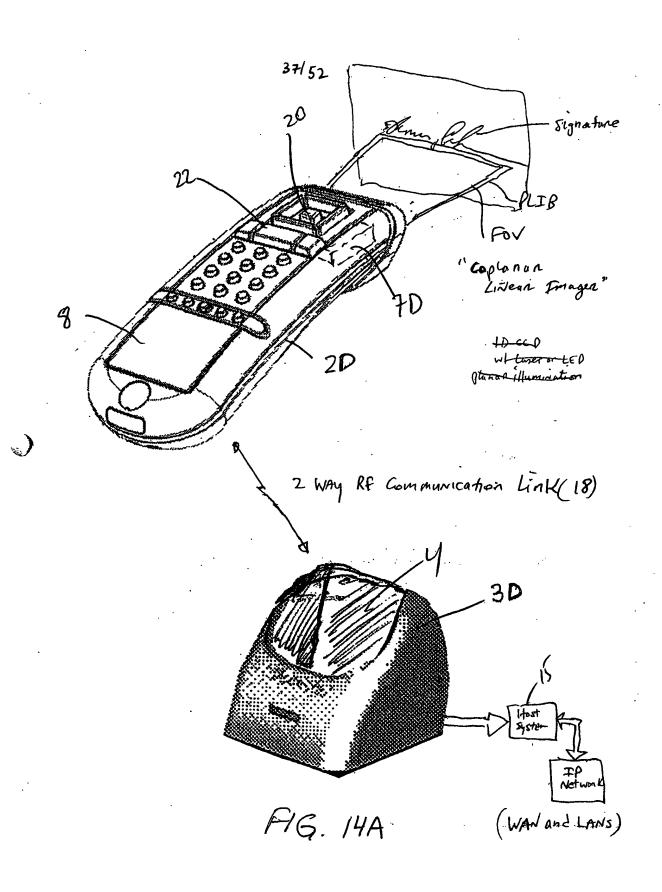
Manual Trigger 20 Cosept Engine



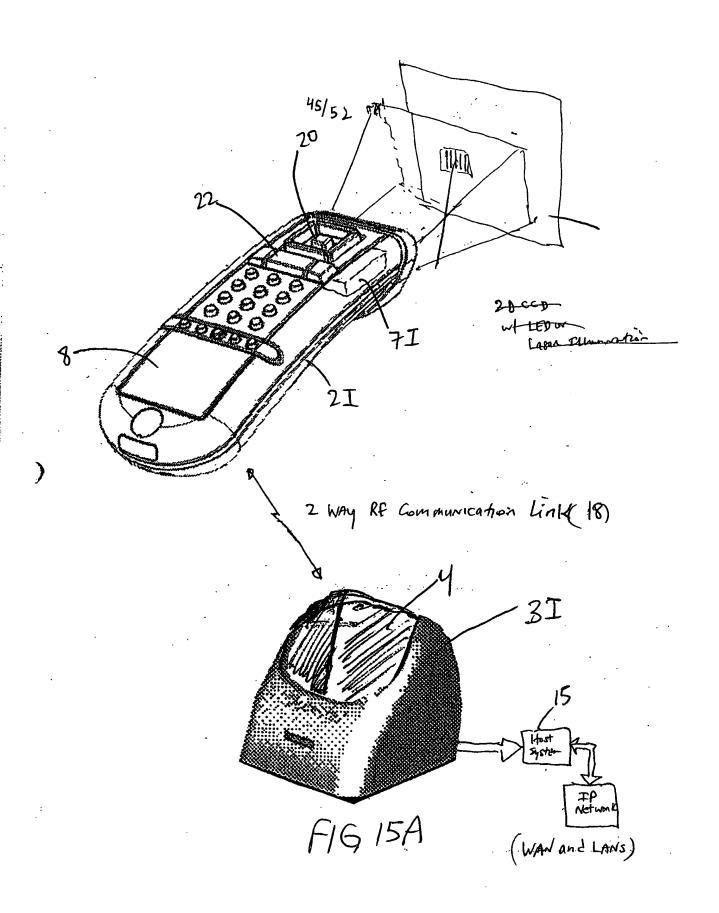
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